

generator. The wager-based gaming system can also include a remote host in communication with each of the processor-based gaming machines, with the remote host being adapted to download static reel symbols, substitute blurred reel symbols, full reel strips, or any combination thereof to the networked gaming machines. The wager-based gaming system can also include at least one reel blur generator in communication with the remote host, the gaming machines or both, with the one reel blur generator being adapted to facilitate the display of simulated rotating reels and is also adapted to reconfigure at least one of the simulated rotating reels such that one or more of the static reel symbols are replaced by one or more corresponding substitute blurred reel symbols when the simulated rotating reels are depicted in motion. A reel blur generator can be located at the remote host, within one or more of the gaming machines, or both.

[0017] Further features and items may also be found in any of the foregoing embodiments, and it will be readily appreciated that various combinations of the following features and items may be used. For example, some or all reel stops on a given reel can comprise an identical amount of space. In some embodiments, various corresponding substitute blurred reel symbols can appear blurry regardless of whether such blurred reel symbols are static or moving on an associated display device. Further, various substitute blurred reel symbols can be designed to simulate the appearance of their corresponding static reel symbols when such corresponding reel symbols are moving on an associated display device. The substitute blurred reel symbols can be larger in size than their corresponding static reel symbols in the direction of rotation of a respective simulated rotating reel, and can be the same size in a direction that is perpendicular to the direction of rotation of that same reel.

[0018] In various embodiments, every static reel symbol on a given simulated rotating reel is replaced by a corresponding substitute blurred reel symbol when that simulated rotating reel is depicted in motion on an associated display. Preferably, each substitute blurred reel symbol is designed to simulate the appearance of its corresponding static reel symbol when such corresponding static reel symbol is moving on the associated display. In some embodiments, one or more substitute blurred reel symbols are stretched with respect to its corresponding static reel symbol in the direction of rotation of their respective simulated rotating reels. Such blurred reel symbol stretching can result in a collective stretching such that each substitute blurred reel symbol substantially contacts another substitute blurred reel symbol at both of its top and bottom ends. One continuous "blur" across the entire simulated rotating reel can be one result of such blurred reel symbol stretching.

[0019] In various embodiments, which may include one or more of the foregoing embodiments and/or one or more of the foregoing features and items, a gaming machine can be adapted to present one or more simulated rotating reels on a display device such that the rotating reels appear to be in motion, and wherein the elapsed time for one reel stop to pass through a given point on the display device can be a given period of time selected from a wide range of possible time periods. In some embodiments, such a period of time can range from about 35 to 100 milliseconds. Such elapsed time can also range from about 50 to 60 milliseconds, and can also be about 57 milliseconds. Such an elapsed time can apply to any of the included reel stops, which reel stops may all be

about the same size. Other periods of time outside these ranges may also be used, as desired.

[0020] In various embodiments, the reel blur generator can be adapted to generate one or more corresponding substitute blurred reel symbols automatically, such as when presented with one or more static reel symbols. In some embodiments, the reel blur generator can be adapted to reconfigure various simulated rotating reels with one or more substitute blurred reel symbols that have already been created, such as those that may be saved on an associated storage device, and/or those that may be provided to the reel blur generator via a download.

[0021] In various embodiments involving a gaming machine, the gaming machine can also include a storage device in communication with the reel blur generator, with such a storage device adapted to store a plurality of files with respect to substitute blurred reel symbols. Various gaming machine embodiments can also include a network interface coupling the gaming machine to various remotely located networked components, with such a network interface facilitating the downloading of static reel symbols, blurred reel symbols, virtual reel strips or any combination thereof to the gaming machine.

[0022] In further embodiments, various methods of presenting simulated reels on a processor-based gaming machine may also be provided. Such methods can include a first step of displaying on a display device of the processor-based gaming machine a plurality of simulated static reels in a static, non-rotating position, with such simulated static reels showing to a player of the gaming machine a first set of static reel symbols visibly located at a plurality of static reel stops. Further steps can include accepting a monetary value wager from said player, accepting a game-related input from said player, initiating the play of a wager-based game as a result of the game-related input, and displaying on the display device a plurality of simulated dynamic reels in rotational motion as an aspect of the wager-based game. The plurality of simulated dynamic reels can include a plurality of substitute blurred reel symbols located at a plurality of dynamic reel stops, wherein at least some of these substitute blurred reel symbols are designed to simulate the appearance of a corresponding static reel symbol. Additional method steps can include determining an outcome for the wager-based game, as well as redisplaying on the display device said plurality of simulated static reels in a static, non-rotating position. At this last step, the simulated static reels can show to the player a second set of static reel symbols visibly located at a plurality of static reel stops, wherein this second set of static reel symbols are different from the first set of static reel symbols, and are determined as a result of the wager-based game outcome.

[0023] Other methods, features and advantages of the invention will be or will become apparent to one with skill in the art upon examination of the following figures and detailed description. It is intended that all such additional methods, features and advantages be included within this description, be within the scope of the invention, and be protected by the accompanying claims.

BRIEF DESCRIPTION OF THE DRAWINGS

[0024] The included drawings are for illustrative purposes and serve only to provide examples of possible structures and process steps for the disclosed inventive gaming reels and methods of presentation therefor.